STEEL DRAGONS

Steel dragons are sociable, clever, and curious. They often prefer to navigate the world shapeshifted into the form of a human to learn all they can of humanoid life and customs. The scales of a steel dragon range from a deep blue-grey at birth to a lustrous and burnished steel in adulthood. The brighter the scale's shine, the older the dragon. Their faces are extremely expressive and easily portray their emotions to creatures of other species. They have a wide wingspan with sharp, segmented wings that create the illusion of bundled blades. They also have fine steel spines that grow from their head and neck that raise and lower depending on the dragon's mood. The creature smells of wet metal and moves with feline-like grace.

Curious Minds. Steel dragons are incredibly hard to detect due to their penchant for enjoying humanoid life. They have a deep love and curiosity towards all humanoid lifeforms, especially humans given their relatively adaptive nature. To sate this curiosity they will spend the majority of their life shifted into the form of a humanoid creature, living among them, experiencing their culture, and forming true friendships with a great many people. They naturally gravitate towards those who share their curious mind, a preference that typically leads them to places of learning such as colleges, libraries, or other locales that attract scholarly types. In exchange for good conversation and a healthy dose of questioning about all manner of things,

the dragon will happily share some of its more useful knowledge with unsuspecting friends.

Paragons of Order. Steel dragons are generally good natured, however, they also crave order. To them, the basis of a good civilization is a proper code of laws that are just and upheld with no ambiguity. While these dragons don't typically get involved with the politics of the places they live, they will step in, maintaining their disguise if possible, to guide a city in the right direction or to help in the city's defence against some kind of outside threat. Unlike gold dragons who often seek to hunt down and punish evil doers with zealous fervour, steel dragons are more concerned with the state of their own city and are very unlikely to venture out into the wider world unless convinced there is some kind of threat to the people they are so fond of.

Many Lives. While it may not be peculiar for a dragon to live for several thousand years or more, in the case of even the longest lived humanoid races, the lifespan of a dragon seems nearly infinite. Understanding this, and not wishing to have their true identity compromised, steel dragons in disguise will use their magic to gradually create an illusion that they are ageing, imitating the lifespan of whatever race they masquerade as. Eventually, they may even fake their own death or use some kind of excuse to explain why they are leaving town, never to return, only for the dragon to take on a new persona and arrive back in the same town they love to start all over again. They often transition between identities of various different races and walks of life, however, they always have a telltale sign that indicates their true heritage such as a streak of steel-grey hair, metallic fingernails, or even a steel accessory such as a ring or bangle. To a steel dragon, each new persona is a chance to better understand the people the dragon shares a world with.

Peaceful Titans. Due to the massive amount of power that a steel dragon holds, they almost never resort to violence. Not only would they easily destroy most creatures who threaten them without knowing what they truly are, but the resulting chaos could only serve to harm other people in the area. When pushed into a corner and given no choice, however, a steel dragon will fight tooth and nail to defend its domain and loved ones. They often prefer to use their poisonous gas to knock enemies unconscious rather than simply destroying them.

A Steel Dragon's Lair.

Steel dragons often make their lairs in stone towers, libraries, colleges, large buildings or sometimes will even claim an entire city as theirs. The dragon's lair is always a place they own by deed and is open to the public of any given city population. While they often favour locales that attract those interested in academia, in some cases, they simply wish to learn all they can about as many people as possible and will instead establish themselves in a hotel, gambling den, artisan's guild, public house, or some other kind of area bound to attract a diverse range of people. While the dragon is able to use its massive intelligence and long life span to amass wealth, the true treasure on the mind of the steel dragon is connection with

other creatures and learned experience. In a sense, the dragon's "horde" is many lifetimes of lived experience, something not even the most accomplished thief could steal.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- All creatures of the dragon's choosing in the lair must succeed on a DC 15 Intelligence Saving Throw. On a failed save a creature has one spell slot of their lowest unexpended level drained away by the dragon as if it had been used to cast a spell. The dragon gains 1d4 temporary hit points for every level of spell drained.
- The lair shakes and a large piece of the ceiling comes loose and falls. All creatures in a 10 foot area within 120 feet of the dragon take 2d12 bludgeoning damage, or half as much on a successful DC 14 Dexterity Saving Throw. A creature that fails this save by 5 or more is knocked prone and restrained beneath the rubble. A restrained creature is restrained until they, or an ally within 5 feet, use an action to push the rubble aside.
- The dragon magically rearranges the layout of its lair. It can cause up to 30 feet in length of an existing wall to recede into the floor, or cause a new wall of up to 30 feet in length to spring up from the floor into the ceiling. A new wall may have doors and windows, or be completely featureless. Any creatures occupying the space of a new wall must succeed on a DC 15 Dexterity Saving Throw or be pushed up to the ceiling of the room and then fall down on a randomly determined side of the wall, taking fall damage depending on its height. A creature who succeeds on this saving throw can move into an unoccupied space on either side of the wall they choose.

Regional Effects

The region containing a legendary steel dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- All creatures within 1 mile of the lair have advantage on Intelligence checks.
- Creatures that spend more than 24 hours over the course of a week in the dragon's lair must succeed on a DC 15 Wisdom Saving Throw or find themselves fascinated with the location. While fascinated, a creature is unable to speak poorly of the dragon's lair and if they truly did enjoy themselves there, will be forthcoming with others about how much they like the place. This is a charm based effect. Creatures that pass the saving throw have no inclination that there was a magical charm at play.
- Creatures within 3 miles of the dragon's lair who have a chaotic alignment are known to the dragon. It does not know their precise location, but it is aware of their presence.

If the dragon dies, all regional effects disperse instantly.

Unlearned Scholars

Due to the steel dragon's propensity to spend such long periods of time in humanoid form, some scholars and sages have tried to argue that they don't even exist, and instead, that the steel dragon is merely a misidentified silver dragon or perhaps some other kind of metallic creature with draconic ancestry. While these claims are understandable, and in some cases may be true, they only serve to display the care and discretion taken by steel dragons to protect their true identities.
Steel dragons are all too real, and as far as they're concerned the longer they can convince the misinformed scholars of the world they're not, the better.

Ancient Steel Dragon

Gargantuan dragon, typically lawful good

Armor Class - 22 (natural armor)
Hit Points - 546 (28d20 + 252)
Speed - 40 ft., climb 40 ft., fly 80 ft.

STR 30 (+10)
DEX 10 (+0)
CON 29 (+9)
INT 24 (+7)
WIS 15 (+2)
CHA 23 (+6)

Saves DEX +7, CON +16, WIS +9, CHA +13
Skills Perception +16, Stealth +7
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic, Dwarvish, Elvish, Goblin, Halfling, Orc, Undercommon
Challenge 24 (62,000 XP)

Proficiency Bonus +7

Traits

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity.

The dragon can't be affected or detected by spells of 7th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +17 to hit, reach 5 ft., one creature.
Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) acid damage.

Claw.
Melee Weapon Attack: +17 to hit, reach 5 ft., one target.
Hit: 17 (2d6 + 10) slashing damage.

Tail.
Melee Weapon Attack: +17 to hit, reach 20 ft., one target.
Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Attack (Recharge 5-6).
The dragon can choose to breathe either a line of acid or a cone of poison gas. If it chooses acid, it exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.
If it chooses poison gas, it exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one. If this damage reduces the creature to 0 hit points or less they immediately stabilise and awaken 1d6 hours later with 1 hit point.

Change Shape.
The dragon can change its shape to assume the form of a humanoid or beast of large size or smaller with any physical traits it wishes. The transformation lasts until the dragon uses this action again, either to change shape or to return to its true form, or it drops to 0 hit points or dies. If the target chooses the form of a beast it must choose a creature with a CR equal to or lower than the dragon's. In any alternate form the dragon retains its game statistics, though its size changes to match that of its chosen form. If the dragon uses its breath weapons or any natural attacks the transformation immediately ends and the dragon returns to its true form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect.
The dragon makes a Wisdom (Perception) check.

Tail Attack.
The dragon makes a tail attack.

Wing Attack (Costs 2 Actions).
The dragon beats its wings. Each creature within 15 feet of the dragon must on a DC 20 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Steel Dragon

Huge dragon, typically lawful good

Armor Class - 19 (natural armor)
Hit Points - 256 (19d12 + 133)
Speed - 40 ft., climb 40 ft., fly 80 ft.

STR 27 (+8)
DEX 10 (+0)
CON 25 (+7)
INT 20 (+5)
WIS 13 (+1)
CHA 21 (+5)

Saves DEX +6, CON +13, WIS +7, CHA +11
Skills Perception +13, Stealth +6
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic, Dwarvish, Elvish, Goblin, Halfling, Orc, Undercommon
Challenge 17 (5,900 XP)

Proficiency Bonus +6

Traits

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity.
The dragon can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +14 to hit, reach 5 ft., one creature.
Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) acid damage.

Claw.
Melee Weapon Attack: +14 to hit, reach 5 ft., one target.
Hit: 15 (2d6 + 8) slashing damage.

Tail.
Melee Weapon Attack: +14 to hit, reach 15 ft., one target.
Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Attack (Recharge 5-6).
The dragon can choose to breathe either a line of acid or a cone of poison gas. If it chooses acid, it exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.
If it chooses poison gas, it exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one. If this damage reduces the creature to 0 hit points or less they immediately stabilise and awaken 1d6 hours later with 1 hit point.

Change Shape.
The dragon can change its shape to assume the form of a humanoid or beast of Huge size or smaller with any physical traits it wishes. The transformation lasts until the dragon

uses this action again, either to change shape or to return to its true form, or it drops to 0 hit points or dies. If the target chooses the form of a beast it must choose a creature with a CR equal to or lower than the dragon's. In any alternate form the dragon retains its game statistics, though its size changes to match that of its chosen form. If the dragon uses its breath weapons or any natural attacks the transformation immediately ends and the dragon returns to its true form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect.
The dragon makes a Wisdom (Perception) check.

Tail Attack.
The dragon makes a tail attack.

Wing Attack (Costs 2 Actions).
The dragon beats its wings. Each creature within 15 feet of the dragon must on a DC 20 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Steel Dragon

Large dragon, typically lawful good

Armor Class - 18 (natural armor)
Hit Points - 178 (17d10 + 85)
Speed - 40 ft., climb 40 ft., fly 80 ft.

STR 23 (+6)
DEX 10 (+0)
CON 21 (+5)
INT 16 (+3)
WIS 11 (+0)
CHA 19 (+4)

Saves DEX +4, CON +9, WIS +4, CHA +8
Skills Perception +8, Stealth +4
Damage Immunities acid, poison
Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Common, Draconic, Dwarvish, Elvish, Halfling, Orc
Challenge 10 (5,900 XP)

Proficiency Bonus +4

Traits

Limited Magic Immunity.
The dragon can't be affected or detected by spells of 4th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack.
The dragon makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +10 to hit, reach 5 ft., one creature.
Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) acid damage.

Claw.
Melee Weapon Attack: +10 to hit, reach 5 ft., one target.
Hit: 13 (2d6 + 6) slashing damage.

Breath Attack (Recharge 5-6).
The dragon can choose to breathe either a line of acid or a cone of poison gas. If it chooses acid, it exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.
If it chooses poison gas, it exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one. If this damage reduces the creature to 0 hit points or less they immediately stabilise and awaken 1d6 hours later with 1 hit point.

Change Shape.
The dragon can change its shape to assume the form of a humanoid or beast of large size or smaller with any physical traits it wishes. The transformation lasts until the dragon uses this action again, either to change shape or to return to its true form, or it drops to 0 hit points or dies. If the target chooses the form of a beast it must choose a creature with a CR equal to or lower than the dragon's. In any alternate form the dragon retains its game statistics, though its size changes to match that of its chosen form. If the dragon uses its breath weapons or any natural attacks the transformation immediately ends and the dragon returns to its true form.

Steel Dragon Wyrmling

Medium dragon, typically lawful good

Armor Class - 17 (natural armor)
Hit Points - 75 (10d8 + 30)
Speed - 30 ft., climb 30 ft., fly 60 ft.

STR 19 (+4)
DEX 10 (+0)
CON 17 (+3)
INT 14 (+2)
WIS 11 (+0)
CHA 15 (+2)

Saves DEX +2, CON +5, WIS +2, CHA +4
Skills Perception +2, Stealth +2
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 4 (1,100 XP)

Proficiency Bonus +2

Traits

Limited Magic Immunity.
The dragon can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Actions

Bite.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 9 (1d10 + 4) piercing damage plus 3 (1d6) acid damage.

Breath Attack (Recharge 5-6).
The dragon can choose to breathe either a line of acid or a cone of poison gas. If it chooses acid, it exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.
If it chooses poison gas, it exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. If this damage reduces the

creature to 0 hit points or less they immediately stabilise and awaken 1d6 hours later with 1 hit point.

Change Shape.
The dragon can change its shape to assume the form of a humanoid or beast of medium size or smaller with any physical traits it wishes. The transformation lasts until the dragon uses this action again, either to change shape or to return to its true form, or it drops to 0 hit points or dies. If the target chooses the form of a beast it must choose a creature with a CR equal to or lower than the dragon's. In any alternate form the dragon retains its game statistics, though its size changes to match that of its chosen form. If the dragon uses its breath weapons or any natural attacks the transformation immediately ends and the dragon returns to its true form.